I claim:

1. (Twice amended) A graphics accelerator for processing a graphical image, the graphics accelerator comprising:

a texture buffer for storing texture maps and data relating to the texture maps stored in the texture buffer; and

a texture processor that performs texturing operations on the graphical image,

the texture processor including a fetching engine that retrieves texture packets, each texture packet being stored in the texture buffer and being associated with a texture map that is different than the texture maps associated with any other texture packet in the texture buffer, each texture packet including data relating to the location of its associated texture map in the texture buffer and data relating to the dimensional type of that texture packet's associated texture map.

2. (Deleted)

3. (Deleted)

4. (Amended) The graphics accelerator as defined by claim 1 wherein the dimensional type of each texture map is one of a one dimensional texture map, a two dimensional texture map, and a three dimensional texture map.

5. The graphics accelerator as defined by claim 1 wherein the texture processor further includes:

an input for receiving a texture message indicating that a texture map is to be utilized by the texture processor, the fetching engine responsively retrieving selected texture packets from the

texture buffer in response to receipt of the texture message.

6. The graphics accelerator as defined by claim 5 wherein the texture processor further includes:

a parsing engine for parsing a fetched texture packet and determining information relating to the texture map associated with the fetched texture packet.

7. The graphics accelerator as defined by claim 6 wherein the information relates to the location in the texture buffer of the texture map associated with the fetched texture packet.

8. The graphics accelerator as defined by claim 6 wherein the information relates to the number of dimensions of the texture map associated with the fetched texture packet.

9. (Twice amended) A method of applying texture to a graphical image, the method comprising:

locating a texture packet identifying the location of a texture map in a memory device, wherein the texture packet is associated with the texture map that is different than texture maps associated with other texture packets;

parsing the texture packet to determine the location and the number of dimensions of the texture map;

retrieving, based upon the determined location, the texture map from the memory device; and

applying the texture map to the graphical image.

10. The method as defined by claim 9 wherein the texture packet is located by accessing a record identifying the location of the texture packet.

11. The method as defined by claim 9 wherein the memory device is texture memory.

12. The method as defined by claim 9 wherein the texture packet is stored in the memory device.

13. The method as defined by claim 9 further comprising

reconstructing the texture map after it is retrieved from the memory device.

14. The method as defined by claim 13 wherein the texture packet includes data relating to the dimensional type of the texture map, the texture map being reconstructed by parsing the texture packet to determine the dimensional type of the texture map, the texture map being reconstructed based upon the determined dimensional type of the texture map.

15. (Twice amended) A computer program product for use on a computer system for applying texture to a graphical image, the computer program product comprising a computer usable medium having computer readable program code thereon, the computer readable program code including:

program code for locating a texture packet identifying the location of a texture map in a memory device, wherein the texture packet is associated with the texture map that is different than texture maps associated with other texture packets;

program code for parsing the texture packet to determine the location and the number of dimensions of the texture map;

program code for retrieving, based upon the determined location, the texture map from the memory device; and

program code for applying the texture map to the graphical image.

16. The computer program product as defined by claim 15 wherein the program code for locating includes program code for accessing a record identifying the location of the texture packet.

17. The computer program product as defined by claim 15 wherein the memory device is texture memory.

18. The computer program product as defined by claim 15 wherein the texture packet is stored in the memory device.

4. (Amended) The graphics accelerator as defined by claim [3] 1 wherein the dimensional type of each texture map is one of a one dimensional texture map, a two dimensional texture map, and a three dimensional texture map.

9. (Twice amended) A method of applying texture to a graphical image, the method comprising:

locating a texture packet identifying the location of a texture map in a memory device, wherein the texture packet is associated with the texture map that is different than texture maps associated with other texture packets;

parsing the texture packet to determine the location and the number of dimensions of the texture map;

retrieving, based upon the determined location, the texture map from the memory device; and

applying the texture map to the graphical image.

15. (Twice amended) A computer program product for use on a computer system for applying texture to a graphical image, the computer program product comprising a computer usable medium having computer readable program code thereon, the computer readable program code including:

program code for locating a texture packet identifying the location of a texture map in a memory device, wherein the texture packet is associated with the texture map that is different than texture maps associated with other texture packets;

program code for parsing the texture packet to determine the location and the number of dimensions of the texture map;

program code for retrieving, based upon the determined location, the texture map from the memory device; and

program code for applying the texture map to the graphical image.

REMARKS

Applicant has carefully reviewed and considered the Office Action of July 5, 2002. In the present Amendment, Claim 3 has been cancelled without prejudice, and